**From:** jrod(a)mindsping.com

**To:** Microsoft ATR **Date:** 1/17/02 6:23pm

**Subject:** The Death of OpenGL

## Dear DOJ,

I'm writing to inform you that yesterday Microsoft gained the licensing to most of the SGI OpenGL libraries that are in existence. What are they planning on doing with this? If the past is a model to go by, they are attempting to kill one of the widest used OPEN graphics programming libraries (everyone can use them, they are an open standard, not proprietary) in favor of their own proprietary DirectX. Please, Please, Please, this cannot happen!!!!! We as computer users and developers should be free to develop and use open standards that can be shared by all for the mutal benefit of the computer industry and the consumer. It will be the consumer who will have to pay the price of Microsoft dominance of the computer graphics industry, because we will have to foot the bill for all the fees, etc. that Microsoft will use in its tyrannical use of DirectX. They cannot control the market and kill off competition! The power to prevent this lies in your hands. Please, for the sake of the counsumer and the computer software/hardware development community, don't let Microsoft kill off open software/hardware standards in favor of their own proprietary and closed systems.

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